

# Home Computing WEEKLY

Los Angeles Broadcasting Corporation

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No. 58 April 17-23, 1984 40p

## WIN

200 prizes of Outback, a new game from Paramount must be won

Software reviews for: Spectrum, BBC Dragon, Sord M5 and Texas

Easter Special: great games for BBC and Electron to type in

Three fun listings for the Spectrum

PLUS: programs to type in for the Commodore 64, Oric and Dragon

AND U.S. Scene, your letters, software charts for SIZ computers....

Amstrad's new micro: We bring you the facts



## Computers or games players?

Parents buy computers to give their children a head-start in life — but most of them end up as gamers playing machines.

This is the sobering conclusion of a report based on a survey of more than 1,000 people about their knowledge of, and attitudes to, home computers.

It predicts that another million home computers will be sold between now and November.

The study was drawn up by Marketing Directors, in conjunction with Gallup. Graham Tibbatts, managing director of Marketing Directors, said "We have found more and more people that

## Black box hits pirates

Buyers of a new Dragon game will also find inside a black box about the use of a watchdog. It is a "watchdog key", designed to lock piracy.

It is a last resort by Microdeal, the Cornwall-based software house, and the game, *Banned Run*, is due in the shops in 10 days, along with another 40 Microdeal titles.

Managing director John Symes said the box, containing unmarked chips, plugged into the Dragon's joystick port and de-encrypted the game.

He said "It will cost you 99 pence of piracy."

Microdeal's section, *Spies Black*, was sent an unencrypted copy and asked to decide it. Mr Symes said "My sons three days on it and then told us 'Forget it'."

Mr Symes said Northern Software Consultants had been working on the key since August and the design came out into five figures.

Microdeal's games usually cost about £5, but *Banned Run* will be priced at £9.95. However, said Mr Symes, Microdeal was losing money compared with its other products.

He said "The industry will do without something like this only the other day we had a

Continued on page 4

FROM DER LIDDLE WABBITS...  
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# Stalag 17

A VERY VACKY YUN!

ZIS IS YOU...

ON VOT  
A SCHWEN!  
YOU ABSE!

HAPPY DOGGY  
SCHULTZ VILL BITE  
ANZENS UND  
ANYONE!

DIG DUG BRITISH FOLKS...  
FOR ZEM DER WAR  
IS OVER - VUNCE  
YOU STOP ZEM!

IT'LL END IN  
TEARS, TEDDY!

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Ultimate Play The Game  
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Lancaster







## COMPETITION

# Must be won: 200 prizes of Outback, a new game from



Paramount Software has created  
Outback, a brand new computer  
game for the Commodore 64,  
the VIC-20 and the Apple II.

Outback is a brand new game  
and why not? It's a game  
for the Commodore 64,  
the VIC-20 and the Apple II.

It's a game for the Commodore 64,  
the VIC-20 and the Apple II.

For more information on  
this game, contact  
Paramount Software.

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How to win:  
Win a prize of Outback, a  
new game from Paramount  
Software.

For more information on  
this game, contact  
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the VIC-20 and the Apple II.

### Paramount Software Competition

#### Entry Coupon

Name

Address

Post code

Computer (VIC-20 or Commodore 64 only)

Number of different games owned

Complete shortly. It costs a mere 50c to win a prize. For more information on  
this game, contact Paramount Software. Competition closes 31st October 1984. Prizes will be  
awarded in May 1985.



## Checky Egg by Dave Carlos and Jon Revis

Which came first, the chicken or the chocolate egg? That is a question which has puzzled scholars for centuries now.

The well known Cadbury group believe it was the chocolate egg while my friends will claim the chicken was first. This program tries to solve the deadlock by making a quick guess that a mix of random bits works which came first. For without worms there are no chickens to lay eggs and no eggs to hatch chickens.

The aim of this program is to see how many worms you can pick before you run out of chickens in the coop. If you manage to pick five worms from the 10 that come to the surface each day then you get to lay your chocolate egg and upon its hatching get another life.

Unfortunately the chicken you command is low down on the

# Easter spee Peck the wo and save yo planet

list. If the magic worms climb away towards the right our advice is to keep your chickens well fed!

Control is by pressing F or moving left and R to move right. If you wish to pick these pests retreat. The way to get worms is to go right over them and then pick you as they go to the surface.

If you get lost and again hit the water or don't pick at just the right time then you will have lost your chicken with this worm.

The accuracy of both the worm on the rocks and the chicken's pecking can be adjusted. To do so you must enter the value being stored on line 1040 and line 1100, i.e. the value after the month sign. To make them less accurate decrease the value, for more accuracy increase it.

For the most difficult game make the value on line 1040 = 64 and the value on line 1100 = 4. They should always be in multiples of eight though, due to the MOD8 2 source.

The program is in two parts to save memory and so that it will work on BBC disc drives.

### Variables

Integer  
00% multi purpose counter  
01% colour code  
000% colour selected at random  
0000% different colour from 000%

Real% and with modulus to decide which worm to pick  
00% coin for user input  
00% rock flag = -1 if a rock is, otherwise = 0  
0000% number of lives left  
000% 000% and 0 coordinates of chicken, worm  
0000% old 0 coordinates of worm  
000% right hand margin beyond which chicken and worm cannot move  
00% number of rocks  
00% 00% 000% 000% 000% 000%  
000% 00% worm X, Y coordinates  
00% worms left to travel up  
00% 00% 00% used to read DATA for plotting  
Real  
000% used to make drawing a more accurate read to delay  
Integer  
0000%  
String  
all multi purpose string  
000% egg  
0000% 0000% pecking time, standing time  
0000% eggs  
00% 00%  
000% used to store time

pecking order so not only does she have to peck for food but must also suffer the harassment of being constantly tormented by the egg stick too. This disturbs the concentration and leads to a momentary hesitation.

The final hazard is our modern-day chicken are the buried radioactive rocks which do rather strange things to worms. Any worm getting too close to such a rock is immediately targeted like a rather nasty radioactive beam which, yes you guessed it, kills chickens.







## Allen Fallout by Shingo Sugura

You are the sole defender of the planet Gorgon. All the aliens in your position have been wiped out in previous attacks by the aliens. How long can you protect your people?

Type in Listing 3 and **SAVE** it under the name **ALIEN** and then type in Listing 4 and **SAVE** it under the name **FALLOUT** just as the ALIEN.

If your system is tape-based it is really important that you **SAVE FALLOUT** before you try it as it will overwrite itself and you'll have to type it in all over again!

### How it works

#### Alien

**30-60** REM comments  
**30** call a PROC action which  
defines characters and  
events  
**60** when MOVING?  
**70** print info page  
**80** CALL M in main program  
**100-120** PROCs used to scan the  
info page  
**200-230** define characters.

However, once you have typed it all in — and provided it's correctly saved — the first program will automatically save **FALLOUT** to the appropriate sector and **CHAIN** to the second program.

When the main program is loaded a brief set of instructions will appear and it will wait for you to press the space bar.

Then the screen will clear and you will see the aliens at the top with your ship at the bottom of the screen.

Press **Z**, **X**, and **shift** to move left, right and fire respectively. You must prevent them from loading the defense for as long as you can.

### Variation

death number of total alien loaded boats to reduce your death.

Hard happens to indicate whether there's a missile on the screen or not.

**40%** is co-ordinates of your ship, **40%** array of holding the position of the ship.

**40%** is co-ordinates of missile, **40%** is co-ordinates of missile, **40%** array of missile.

**40%** array of missile.

When your spaceship is destroyed and your score is in the top eight you will be asked to enter your name and the full of time will be displayed.

The second one will be switched off on an any time during the game by pressing **Q** or **S**.

Note: When you type in the program it is essential to enter the **Z** sign, in line 120, as a back symbol. This is because about by the fact that the ASCII code for back on the BBC corresponds to the code for **Z** on the printer.

### How to convert

I had two and many BBC specific commands to convert. I could not print the difficult. However, here are some hints:

- 1. Section of **PROC** with **CALL** to
- 2. Section of **REPEAT UNTIL** loop with **GOTO**
- 3. The short machine code routine is a simple routine which returns the code of the character in the current raster position.
- 4. **MOVING** routine off all events.
- 5. **MOVING** routine then back on.
- 6. The screen format is **30 x 31** and allows **14** colour.

### How it works

#### Fallout

**10** initialise variables and constants  
**20** when MOVING? and print  
positions  
**40-60** when load  
**70-80** when load  
**90-100** when load  
**110-120** when load  
**130-140** when load  
**150-160** when load  
**170-180** when load  
**190-200** when load  
**210-220** when load  
**230-240** when load  
**250-260** when load  
**270-280** when load  
**290-300** when load  
**310-320** when load  
**330-340** when load  
**350-360** when load  
**370-380** when load  
**390-400** when load  
**410-420** when load  
**430-440** when load  
**450-460** when load  
**470-480** when load  
**490-500** when load  
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**530-540** when load  
**550-560** when load  
**570-580** when load  
**590-600** when load  
**610-620** when load  
**630-640** when load  
**650-660** when load  
**670-680** when load  
**690-700** when load  
**710-720** when load  
**730-740** when load  
**750-760** when load  
**770-780** when load  
**790-800** when load  
**810-820** when load  
**830-840** when load  
**850-860** when load  
**870-880** when load  
**890-900** when load  
**910-920** when load  
**930-940** when load  
**950-960** when load  
**970-980** when load  
**990-1000** when load

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10 REM *****
11 REM ***
12 REM ***
13 REM ***
14 REM ***
15 REM ***
16 REM ***
17 REM ***
18 REM ***
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21 REM ***
22 REM ***
23 REM ***
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99 REM ***
100 REM ***

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100 PROCmain
110 REM
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130 REM
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[illegible]

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[illegible]

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[illegible]

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**Abstract** *Background:* The purpose of this study was to determine the prevalence of self-reported depression and anxiety among a sample of young adults in the United States. *Methods:* Data were obtained from the 2007 National Survey of Adolescent Health, a nationally representative survey of adolescents and young adults. *Results:* The prevalence of self-reported depression was 10.1% and the prevalence of self-reported anxiety was 11.2%. *Conclusions:* The prevalence of self-reported depression and anxiety among young adults in the United States is high. *Keywords:* Depression, Anxiety, Prevalence, Young Adults.

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NOT FOR PUBLICATION

ANSWERS TO	
1	2
3	6
5	7
6	8

NAME:	TOTAL ENROLLMENT:
-------	-------------------

**ARTICLE IN PRESS**

**Jogging/  
Sidewinder  
Card M3 88-95**

© 2000 Blackwell Science Ltd  
Journal of Internal Medicine 247: 399–405

In the last game you control John, who just passed over morning. He needs to eat the big new seeds. A real, human, is trying to improve the diet on the road, drops apples in his path, and manages to stay out of the way.

You will be pleasantly surprised when you find the game John is a brightly colored, well-defined character and as he works his way and his background world is just the impression of movement. You can make him run, stop and move in an instant.

In Solowmari, half of the mission in the city and beyond half is the missionary point. The city has a church of stone — many baptisms, 100 times, 100 years. You have to destroy as many of them as you can using your polearm-like mallets before they feel your out. Of course, before the baptism you have

Although both these are wrong in WAPC, they show good graphics and sound. They're obviously not as sophisticated as Cambridge games, but represent good value for money.

graphical	graphical
graphical	graphical
graphical	graphical
graphical	graphical



**Chouls**  
**73K 00E 67.05**

Movie Forum, John Legend & Chloë Moretz, Louis L'Amour

Another high standard Program Power game, *Cosmos* presents itself in very good and instructive art and graphics. As the game begins, the first couple of

And the visual display, superbly colorful, makes the long loading wait time a breeze.

Staring at the horizon, the ship is at least the cap and mast the next room of the cargo masts. During your trip you have to see what is going on in the world. Travel, people, animals, and the changing world. Your journey is made more difficult by the presence of a storm.

## Game for some fun?

**New games for the BBC, Sord MS and TI-99/4A are given the once-over by our review panel**

spine and leg. These ligaments are  
permeated with nerves. If you think  
that sounds weird, there's a little  
more and, if you feel no sense of the  
legs, you started up with a little  
more.

Diagnoses are very good indeed. The diagnosed things have been thought of. When you die, the ghost who comes you, or what the ghost makes you break down to be accomplished before you pass on your life. The first three are dead, but you

[illegible]

Additional good examples of interesting features in this collection may include the system operators' own software and equipment in a room, for instance.

management	100%
compliance	100%
quality	100%
customer experience	100%



**Jet Power Jack**  
12K BBE BT 95

Michael Parsons, 60, 444 Rogers St.,  
 Chapel Hill, N.C. 27514

[illegible]

Is there anyone different? You're not looking. After plenty of practice I finally got the feeling of floating back around. Man, this

**Wanting to play the game.** If you like challenges you'll like this. Participation is at the high standard we have come to expect from Proquest Power. However, you must properly research for the purposes of the article above mentioned. [www.proquest.com](http://www.proquest.com)

This game takes a lot of picking word up, but it's worth the trouble. Possibly not very original, I think new ideas are picking up and the gameplay isn't too bad.

Mathematics	100%
Physics	100%
Chemistry	100%
English	100%



**3-D Stalkers**  
**71-374A 62**

**Warrant:** 90 Adams Rd., South  
West, Cleveland

An opposing tactical ploy which requires two players. You are both trapped in a mechanical snare from which only one of you can escape. The object is to prevent and kill your opponent before he finds and eliminates

The screen shows an overhead view of the maze and 10 temperatures of what is stored at each place, updated after each move. You pause at the maze if you choose, but must be finished in six minutes maximum. Obviously that only should not be used without consideration of your whole situation in real daily control in a part of systems control in a real world.

The range and definition of such game is determined by the number of shots that are required to kill your opponent, repeated before each game starts. Movement, consisting of, up/down or up/down, is forward, backward, left or right.

Take the test of greed I find particularly instructive, but at least it does make it clear to each voter who agrees to support publicly financed opponents I will also know, will you be the owner of the house?

2000-2001  
 2001-2002  
 2002-2003



**Boging River/  
Super Jackpot  
TI-99/4A EE**

Paul Williams, from London, UK  
Andrew M. Woodward, Cambridge

The first is actually called *The Raging Antelope*, and some wonder why the author kept it two titles. It is of Mr. HENRY'S appa you must, please your animal friends. A. HENRY'S APPA.

[illegible]

and of the Island. The concrete island, though just a short walk to travel 21 miles, is a bit to be done a day — but I found the discovery the first was checked completely by more than one island and it was quite an effort to travel just a few miles. The island is very similar to the French island, would not, although the people are different and every thing has been made to improve the tourism of the island. On the way to a visit to

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gross revenue	100%
gross operating	75.0%
gross operating	74.0%
gross operating	68.0%

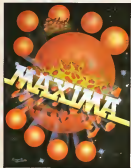


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SHOPS  
FROM 21st  
APRIL

**MAXIMA** is certain to become a best seller for the Memotech. It is a graphically superb game that has you zapping 16 different varieties of aliens, each with its own formation and attacking patterns.



The game opens with your ship executing an impressive jump through hyper-space to where the action is. First up are the green snappers - easy targets against the starry backdrop. Next comes the blue meemies, a swirling bunch of wriggling invaders. To follow, a crescent of rather beautiful revolving hexagonal barrels who are around the screen raining bombs on you. It's a shame to pot these lovely creatures. On you go to a further 13 screens of magnificent graphics.

Devastatingly simple in concept it nevertheless has that indefinable ability to compel you to have just one more attempt to try and see what the 16 screens hold in store.

A must for all Memotech owners.

R.R.P. £6.95

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# PARAMOUNT

## SOFTWARE

### for Connoisseurs with COMMODORES

#### OUTBACK

Two excellent games... the Graphics are very good indeed... there's also a lot of very good programmes with *Outback* from Commodore 1990. Can you do the very sophisticated controls set up to test off the winning sequence?

Full Machine Code Action, Fully Featured, Support on line and Graphics.

A game with a difference. Any VNTW joystick, Commodore 64 or 128 required or joystick.

**£5.50 & £7.50**

#### COUNTDOWN

Time is important. Accuracy essential. Counters mandatory. But, above all, there is the prime objective needed for your success as an agent in the crack S.M.U. A Superior Action / Graphic Adventure. VMC 20.00 or 128 Expansion Keyboard or Joystick.

**£5.50**



#### CHOCABLOC

A fast moving, pure Machine Code action game, with Chocabloc our hero trying to sort out some Real Cool Choc puns - until everything goes crazy and the whole is off! Amici standard, Fully Featured, Random music and graphics.

VMC 20.00 or 128 Expansion Keyboard or Joystick.

**£6.50**



#### MEGAWARZ

When this game begins to play, your mind must go to... MEGAWARZ will take you through a series of levels, each with its own set of challenges. It's the ultimate test of your skills. Get this game. You'll be a Master of War.

Available on VMC 20.00 or 128 Expansion Keyboard or Joystick.

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**Transfer:**  
 4. The player's team  
 will log the score kept in address  
 10114, which is PC4.01 with  
 the new addition of minimum

```

1000 IF 12.15. THEN "*****".AT 21.10.
1010 IF 12.15. AND 2.12 THEN FROM
1020 T AT 12.15. "*****".AT 21.10.
1030 IF 2.12 THEN PRINT AT 12.12
1040 "*****".AT 21.10.
1050 IF 2.14 THEN FROM 12.14.5
1060 FOR I=2 TO 220
1070 NEXT I
1080 PRINT AT 12.17. "*****"
1090 LET A=0
1100 LET A=0
1110 IF A=0 OR A=2 THEN GOTO 2
1120 IF A=1 OR A=3 THEN GOTO 2
1130 GOTO 220
1140 IF A=1 THEN STOP
1150 CLS
1160 FOR I=2 TO 10
1170 PRINT AT I,1. "*****"
1180 NEXT I
1190 PRINT AT 4,1. "*****"
1200 PRINT AT 5,2. "*****"
1210 PRINT AT 7,3. "*****"
1220 PRINT AT 10,3. "*****"
1230 PRINT AT 10,2. "*****"
1240 FOR I=2 TO 14 STEP 4
1250 PRINT AT I,2. "I I I I I I I I"
1260 NEXT I
1270 FOR I=2 TO 10 STEP 4
1280 PRINT AT I,3. "I I I I I I I I"
1290 NEXT I
1300 PRINT AT 8,17. "*****"
1310 PRINT AT 10,10. "*****"
1320 LET A=0
1330 LET A=0
1340 PRINT AT 12,10. "*****"
1350 GOTO 480
1360 SAVE CLOS

```

# Visions

# DEMOLATOR

the Alien Demolator, the last remnants of the Empire are being transported across the galaxy in service of suspension aboard the B.S. Chain (Earth's

... something, however, have invaded the world  
 boy and it is your job to destroy the Invaders  
 ... and protect the human race. All you have  
 to defend Humanity with a Kame  
 (especially named ... the ...)

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# convert and look money

Here's something for every  
spectrum owner: a great darts  
game, help on converting  
programs from other  
computers and a household  
accounts program

**DEFINITION 1** holds throughout for all systems. Each element system of this set characterizes a different real character, whereas no character, element of character, system character, system character, different real character. The first character is the system character and the second is the character character.

**ABSTRACT** *Polio* contains information on: Each element consists of a record name (5 characters), number of regular transactions per element (3-9), number of transactions per character (30-47), regular transaction block (20 characters (8 + 12)). Each element consists of: day of month two characters, transaction character, record name character, date/record one character. The first character is payment number.

[illegible]

The program allows you to input both numeric and alphabetic values for the variables associated with LEFTS, RIGHTS, and MIDDLE in any combination. The last numbering may at first seem peculiar, but in fact serves two purposes.

- It packs the program into an area of line numbers which are not often used in programs and thus allows you to call on the source while typing your own programs by using the direct command. (COSTS \$995)

- For those who used my previous Dragon conversion it can be combined with this program by using the program's ADD FILE command

The variables used have been kept to a minimum,  $E$ ,  $TH$ ,  $I$ ,  $R$ ,  $J$  and  $W$ , and are only used as local scope variables. This means that you can use these variables in your main program.

part of the main program. If there is no shortage of memory, it goes by worthless adding line 9999 STOP as a precaution against the utility program becoming used in the main program.

If it is desired to remove lines 9301 to 9900 then an easy way to do it is to SAVE the conversion program, then prepare a cleanup program consisting of the line numbers 9301 to 9900 each followed by a blank statement, SAVE this on the same tape and following the conversion program.

When you wish to remove the operating program **W00018** the display program which will control the rolling program, **Roller LIST 901** and push the **RECALL** key. Now, keeping the **CALL/SCRIPT** key depressed, push keys **1, 0, 0, ENTER** in sequence and repeat until all lines have been removed. This way you do not have to think about which line number to enter next.

The program is, of course, specific to the Spectrum, but for those owners of other makes of computers who may wish to use the idea to operate a network, the following information may be useful.

Register Name	Microsoft Name
REG1 TO A0	
REG2 TO A0	LEFTSO5.A0
REG3 TO B0	MIDREG1.A0 = 11 - A0
REG4 TO 1	RIGHTS0 [0] = 14 - A0 = 11 - A0

### Accounts by CONF Credits

My program will sort out your money for you. It will handle bank and investment accounts or particular categories of income and expenditure. And it can cover for up to nine accounts, each holding up to 50 transactions.

Up to now monthly transactions — like standing orders — can be dealt with per payment.

[illegible]

## Converting BASIC

by R.A. Houlton

Similar BASIC uses a more standard form of string storage, so those who try to convert programs written for other computers have only one wall

This program makes document, and even one of convenience by allowing you to enter the forms used as ordinary documents. **MS-DOS** and

1. *Journal of the American Medical Association*, 1997; 277: 1001-1005.

The single enables the computer to decide in which moving segment the car is situated, and the dynamic enables it to decide whether it's a double, triple, cover or bull (a win for the player).

Printer Capsules in PRINT statements should be created in GDS & PLOTTE mode.











# CHARTBUSTERS

## BRITAIN'S SOFTWARE CHARTS

(by The ASD Murray Review Ltd. (UK) Ltd.)

### ARCADE

- |                 |                   |          |
|-----------------|-------------------|----------|
| 1 Asterix       | Ultimate          | Spectrum |
| 2 Jet Set Willy | Software Projects | Spectrum |
| 3 Space Fleet   | Amiga             | CEM 640  |
| 4 Magic Mirror  | Software Projects | Spectrum |
| 5 Magic Mirror  | Software Projects | CEM 640  |
| 6 Bombs         | Amiga             | Vid 800  |
| 7 Light Cycle   | PS                | Spectrum |
| 8 Falcon Patrol | Virgin            | CEM 640  |
| 9 Handback      | Osaka             | Spectrum |
| 10 Flying Fish  | Osaka             | Osaka    |

### NON-ARCADE

- |                       |          |          |
|-----------------------|----------|----------|
| 1 Twin Kingdom Valley | Bug Byte | CEM 640  |
| 2 Golf 64             | Amiga    | CEM 640  |
| 3 Hoolie              | M House  | Spectrum |
| 4 Home Manager        | Amiga    | CEM 640  |
| 5 Golf Spectrum       | Amiga    | Spectrum |
| 6 Twin Kingdom Valley | Bug Byte | CEM 640  |
| 7 Pool                | CEM      | Spectrum |
| 8 Mad Maths           | Manager  | Spectrum |
| 9 Basketball          | Quintess | Spectrum |
| 10 The Valley         | APG      | Vid 800  |

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PGE, Websters, PDS and Software Centre.

### SPECTRUM

- |                  |                   |
|------------------|-------------------|
| 1 Jet Set Willy  | Software Projects |
| 2 Chameleon Play | Pinnacle          |
| 3 Scudline       | Amiga             |
| 4 Asterix        | Amiga             |
| 5 Handback       | Osaka             |
| 6 Hoolie         | Pinnacle          |
| 7 Laser Action   | Amiga             |
| 8 Hoolie         | Amiga             |
| 9 Basketball     | Amiga             |
| 10 Speed Boat    | Amiga             |

### COMMODORE 64

- |                         |       |
|-------------------------|-------|
| 1 Drawing               | Amiga |
| 2 Bug Byte              | Amiga |
| 3 Savings of the Future | Amiga |
| 4 Hoolie                | Amiga |
| 5 Magic Mirror          | Amiga |
| 6 Chameleon Play        | Amiga |
| 7 Laser Action          | Amiga |
| 8 Hoolie                | Amiga |
| 9 Tank Attack           | Amiga |
| 10 Jet Set Willy        | Amiga |

### DRAGON 32

- |                  |       |
|------------------|-------|
| 1 Chameleon Play | Amiga |
| 2 Jet Set Willy  | Amiga |
| 3 Hoolie         | Amiga |
| 4 Hoolie         | Amiga |
| 5 Hoolie         | Amiga |
| 6 Hoolie         | Amiga |
| 7 Hoolie         | Amiga |
| 8 Hoolie         | Amiga |
| 9 Hoolie         | Amiga |
| 10 Hoolie        | Amiga |

Compiled by M. H. Smith and Associates. Figures in brackets are last week's position.

### VIC-20

- |                  |       |
|------------------|-------|
| 1 Jet Set Willy  | Amiga |
| 2 Jet Set Willy  | Amiga |
| 3 Jet Set Willy  | Amiga |
| 4 Jet Set Willy  | Amiga |
| 5 Jet Set Willy  | Amiga |
| 6 Jet Set Willy  | Amiga |
| 7 Jet Set Willy  | Amiga |
| 8 Jet Set Willy  | Amiga |
| 9 Jet Set Willy  | Amiga |
| 10 Jet Set Willy | Amiga |

HOME COMPUTING  
WEEKLY  
BRITAIN'S  
BRIGHTEST

### Z8001

- |                  |       |
|------------------|-------|
| 1 Jet Set Willy  | Amiga |
| 2 Jet Set Willy  | Amiga |
| 3 Jet Set Willy  | Amiga |
| 4 Jet Set Willy  | Amiga |
| 5 Jet Set Willy  | Amiga |
| 6 Jet Set Willy  | Amiga |
| 7 Jet Set Willy  | Amiga |
| 8 Jet Set Willy  | Amiga |
| 9 Jet Set Willy  | Amiga |
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# Clug-Clug 48K Spectrum £5.95

CGL, 7 Bognor Park, Capenhurst  
Neston, Lancashire

This is a beauty! You are a lightning bolt on your powerful lightning bolts! The speed with which the screen is updated by a processor of such an intricate design that you do the most of the screen just! There are 10 different screens, which should keep you busy for a while.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

reproducing, cheap. Appearing when lightning bolt goes up and down, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

graphics  
playability  
graphics  
value for money

★★★★★

# Dr Franky and the Monster 48K Spectrum £5.95

Wings, 8-11 Partridge Rd,  
London W11 1DD

You control Dr Franky who has a flying thing, by entering letters of the alphabet, which are played in his direction. Unfortunately, the player has to wait to make the monster move, which is slow and is designed for moving.

You must jump up the hole on each platform to reach the final, which you must then take to the monster, which is the final.

At the end of the game, you will see the monster's death. You must also avoid the trap of

being that is one down the game, the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

graphics  
playability  
graphics  
value for money

★★★★★

# Doomsday Castle 48K Spectrum £5.50

Wings, Partridge Rd,  
17A, 8-11 Partridge Rd, Capenhurst  
Neston W11 1DD

The monster is a little old, but you are exploring a castle, which is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

You must explore the castle in your quest, which is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

Doomsday Castle is a little old, but you are exploring a castle, which is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

graphics  
playability  
graphics  
value for money

★★★★★

# Monsters in all shapes and sizes

You'll find all manner of  
beasties in this selection of  
new Spectrum games, star-  
rated by our team

# Ed On Spectrum £5

CGL, Wing, 7 and 8, Wing Rd,  
Neston, Lancashire W11 1DD

I don't think it would take long before someone produced a game of this kind, but it is a very good one.

You play a robot, the robot is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

In fact I have only managed to clear the first screen, which is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

graphics  
playability  
graphics  
value for money

★★★★★

# Bimbo Spectrum £5.45

For the Love, 171 Market St,  
Hills, Cheshire M14 1DD

Strange game this — a mix between Bumpin' Balls and Tetris. You are a little old, but you are exploring a castle, which is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

graphics  
playability  
graphics  
value for money

★★★★★

your money level drops and the more money you need to see. Every fourth level, there are no points, just a test of your money.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

The game is very short, about 10 minutes, and the screen is very bright, controlled by a joystick. Presented by the game, the screen is very bright, controlled by a joystick.

graphics  
playability  
graphics  
value for money

★★★★★

S

FIVE MILLION BARBARIANS  
AN ARMY OR TWO OF PERSIANS  
SEVERAL THOUSAND UPSET ARMENIANS  
FIFTY LEGIONS OF ITINERANT ITALIANS  
.....AND YOU!

MEANS

THE  
FALL OF  
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# Remember and could win

That's the idea of the new game, *Remember and could win*, which is a memory game for two players. You play on a 10x10 grid of cards.

Based on the old card game, this is really a test of memory. Fifty cards are displayed, face down and the players take turns to turn over two cards which are kept by both players.

The aim is to remember where the cards are in order to turn over two cards which are the same.

There are more instructions in the program.

**How it works**  
 80-90 select instructions, per ranges  
 100-120 identify players  
 130-150 shuffle and deal cards  
 160-180 main game routine  
 190-210 instructions  
 220-240 scoring and memory  
 250-270 end routine  
 280-290 score of second player  
 300-310 DATA, as per REMs

```
400 CLG:PRINT:PRINT"*****PAIRS*****"
500 PRINT:PRINT"IF YOU NEED INSTRUCTIONS PRESS "ENTER"
    ELSE PRESS ANY KEY."
600 A$=INKEY$:IF A$="" THEN 400
700 IF A$=CHR$(13) THEN 400
800 B$P(1),A$,B$(1),A$,C$(1),A$,C$(50),TT(50),P$(2),B$(2)
900 CLG
1000 CLG:PRINT:INPUT"FIRST PLAYER'S NAME",P$(1)
1100 PRINT:INPUT"SECOND PLAYER'S NAME",P$(2)
1200 REM*****INITIALISE*****
1300 S(1)=0:S(2)=0:N=1
1400 FOR X=1 TO 5
1500 FOR Y=1 TO 11
1600 READ P(Y,X)
1700 NEXT Y,X
1800 FOR X=1 TO 5
1900 FOR Y=1 TO 11
2000 READ P(Y,X)
2100 NEXT Y,X
2200 CLG
2300 FOR X=1 TO 5
2400 FOR Y=1 TO 11
2500 POKE P(Y,X),B(Y,X)
2600 NEXT Y,X
2700 FOR X=1400 TO 1530
2800 POKE X,143
2900 NEXT
3000 PRINT#304,P$(1)"'B'":PRINT#400,P$(2)"'B'":
3100 PRINT#417,"SCORE"50:PRINT#430,"SCORE"50:
3200 FOR X=1 TO 50:READ C(X):NEXT
3300 SOUND#2,2
3400 FOR Y=50 TO 1530:P=1:R=0:ND(Y):TT(Y)=C(0):C(4)=C(4):C(5)
    Y):NEXT
3500 SOUND#140,2
3600 FOR X=2 TO 6
3700 FOR Y=2 TO 11
3800 C(Y,X)=TT(N):N=N+1
3900 NEXT Y,X
4000 SOUND#70,2
4100 REM*****GAME STARTS*****
4200 FOR X=1 TO 2
4300 PRINT#400,STRING$(11,143):PRINT#450,P$(1)"'B'":
4400 PRINT#470,STRING$(9,143):PRINT#490,"FIRST 50":
4500 A$=INKEY$:IF A$="" THEN 430
4600 IF A$="A" OR A$="B" THEN GOSUB 940:GOTO480
4700 A$=ASC(A$)-43
4800 A$=INKEY$:IF A$="" THEN 400
4900 B$=VAL(A$):IF B=0 THEN B=10
5000 IF A$="B" OR A$="9" THEN GOSUB 940:GOTO450
5100 IF PEEK(P(0)+1,A)=207 THEN GOSUB 940:GOTO450
5200 POKE P(0)+1,A,C(0)+1,A)
5300 PRINT#490,STRING$(9,143):PRINT#490,"SECOND 50":
5400 A$=INKEY$:IF A$="" THEN 500
5500 IF A$="A" OR A$="C" THEN GOSUB 940:GOTO540
5600 C$=ASC(A$)-43
5700 A$=INKEY$:IF A$="" THEN 570
5800 B$=VAL(A$):IF B=0 THEN B=10
5900 IF A=C AND B=0 THEN GOSUB 940:GOTO550
6000 IF PEEK(P(0)+1,C)=207 THEN GOSUB 940:GOTO540
6100 POKE P(0)+1,C,C(0)+1,C)
6200 IF C(0)+1,A)=C(0)+1,C) THEN GOSUB 740:GOTO530
6300 FOR X=1 TO 2000:NEXT
6400 POKE P(0)+1,A,19:POKE P(0)+1,C,19:
6500 SOUND#240,1
```





# PROGRAM

Remember  
you  
be a  
ner

Waterman's card  
ragon... but will  
ay on your  
ory?

## Variables

PA: locations  
B: blank  
CC: cards  
IT: cards after deal (ing  
C: cards in 5000 array  
S: su  
P: player  
S1, S2: score 1 and 2

```

650 NEXT B
670 GOTO420
680 CLS:PRINT:PRINT" FIFTY CARDS ARE SHOWN,FACE DOWN
N,THE OBJECT OF THE GAME IS TO PICK MATCHING PAIRS,
AND PRINT" THE PLAYERS TAKE TURNS TO TURN OVER TWO CARD
S BY KEYING IN THE ROW LETTER, FOLLOWED BY THE COLUMN
NUMBER.THE CARDS ARE DISPLAYED FOR A SHORT TIME
AND THEN TURNED BACK,
700 PRINT" IF THE PLAYER IS SUCCESSFUL IN CHOOSING A PA
IR,ONE POINT IS ADDED TO HIS SCORE AND THE CARDSARE
REMOVED FROM THE SCREEN,
710 PRINT:PRINT$DING(4,159)"PRESS ENTER TO START$(TR
ING(4,159);
720 AS=INKEY$:IF AS=""THEN 700
730 IF AS<>CHR$(13) THEN 730 ELSE 00
740 REM*****MAIN ROUTINE*****
750 PLAY"112L40400000"
760 S(0)=S(0)+1
770 IF S=1 THEN PRINT$425,S(0);:GOTO790
780 PRINT$443,S(0);
790 POKEP(0+1,A),287;POKEP(0+1,C),287
000 SOUND240,1
010 IF S(1)+S(2)=25 THEN 040
020 RETURN
030 REM*****END ROUTINE*****
040 PLAY"112L40304040L4...0030"
050 CLS:IFS(1)+S(2) THEN PRINT$238,P$(1)" WINS" ELSE PR
INT$238,P$(2)" WINS"
060 FOR X=1 TO 1000:NEXT
070 CLS:PRINT$238,"ANOTHER GAME"(Y/N)"
080 AS=INKEY$:IF AS=""THEN000
090 IF AS="Y" THEN RESTORE:GOTO90
900 CLS
910 PRINT$194,"GOODBYE ";P$(1)
920 PRINT$258,"GOODBYE ";P$(2)
930 END
940 REM*****WARNING*****
950 PLAY"1100000"
960 RETURN
970 REM*****LOCATIONS*****
980 DATA 1024,1027,1030,1033,1036,1039,1042,1045,1048,1
051,1054
990 DATA 1058,1061,1064,1067,1100,1103,1106,1109,1112,1
115,1118
1000 DATA 1152,1155,1158,1161,1164,1167,1170,1173,1176,
1179,1182
1010 DATA 1216,1219,1222,1225,1228,1231,1234,1237,1240,
1243,1246
1020 DATA 1288,1293,1296,1299,1302,1305,1308,1311,1314,
1317,1318
1030 DATA1344,1347,1350,1353,1356,1359,1362,1365,1368,1
371,1374
1040 REM*****BLANKS*****
1050 DATA 267,49,58,51,53,53,54,55,56,57,48
1060 DATA 1,191,191,191,191,191,191,191,191,191,191,191
1070 DATA 2,191,191,191,191,191,191,191,191,191,191,191
1080 DATA 3,191,191,191,191,191,191,191,191,191,191,191
1090 DATA 4,191,191,191,191,191,191,191,191,191,191,191
1100 DATA 5,191,191,191,191,191,191,191,191,191,191,191
1110 REM*****CARDS*****
1120 DATA 134,134,158,158,166,166,214,214,238,238
1130 DATA 246,246,137,137,153,153,169,169,138,138
1140 DATA1617,217,233,233,249,249,249,131,131,147,147
1150 DATA 143,143,211,211,227,227,243,243,148,148
1160 DATA 156,156,178,178,228,228,236,236,252,252

```



# Texas: the state of the stars

A mixture of five new games for the computer that won't lie down

## Peelmanism £3.95

Maritz, 4 Clarendon Park, Bedford  
MK43 9JX

An extraordinary game for adults and children alike which allows one player being able to remember a set of 12 cards displayed face-down.

Player one starts by selecting one of the cards by pressing A to 2, and 0 to 9. The chosen card is then displayed, together with the chosen number another player. If the two cards match, they are turned over and play passes to the opponent.

Of course, play becomes easier as this progression because the playing of each card is preceded and short cut by its remember.

The players end on the cards are four categories: 10, 100, 1000, and 10000. 10000 is the highest score. This is for two players only. All scores are kept in a list of 100 comparing would be used, it would be useful to compare against the computer. This would obviously have to be a matter of comparing the score of the computer against the score of the player.

multiplayer  
playability  
graphics  
value for money

95%  
70%  
70%  
95%

★★★★

## Hongmob £3.20

Soft, 14 Benson Rd, Brough  
North Yorkshire

A clever and original idea based on Hongmob. The player can follow a red line which is a map of the state of Texas. The player can follow a red line which is a map of the state of Texas. The player can follow a red line which is a map of the state of Texas.

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When a moving letter falls into Hongmob's maze, the player can follow a red line which is a map of the state of Texas. The player can follow a red line which is a map of the state of Texas. The player can follow a red line which is a map of the state of Texas.

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## ASW Tactics 2 £11

MSL, Green Sanden, 10 Albion  
Rd, Blackpool, Clitham

After four months of the (unpublished) full of bugs and power-ups, I was filled with excitement. However, after months of the (unpublished) full of bugs and power-ups, I was filled with excitement.

A 10-10 point of the full of bugs and power-ups, I was filled with excitement. However, after months of the (unpublished) full of bugs and power-ups, I was filled with excitement.

The screen shows a view of a 10-10 point of the full of bugs and power-ups, I was filled with excitement. However, after months of the (unpublished) full of bugs and power-ups, I was filled with excitement.

To see information on the

right location, the leftmost of the screen shows a view of a 10-10 point of the full of bugs and power-ups, I was filled with excitement. However, after months of the (unpublished) full of bugs and power-ups, I was filled with excitement.

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To see information on the

95%  
70%  
70%  
95%

★★★★

## Pilot £3.95

Agos, 111 Clarendon Drive South,  
Bristol

A good well-known game from the Agos series. It is a view of a 10-10 point of the full of bugs and power-ups, I was filled with excitement. However, after months of the (unpublished) full of bugs and power-ups, I was filled with excitement.

The screen shows a view of a 10-10 point of the full of bugs and power-ups, I was filled with excitement. However, after months of the (unpublished) full of bugs and power-ups, I was filled with excitement.

To see information on the

95%  
70%  
70%  
95%

★★★★

## Go for the gold £7

MSL, Green Sanden, 10 Albion  
Rd, Blackpool, Clitham

If you're not familiar with the Go for the gold game, it is a view of a 10-10 point of the full of bugs and power-ups, I was filled with excitement. However, after months of the (unpublished) full of bugs and power-ups, I was filled with excitement.

The screen shows a view of a 10-10 point of the full of bugs and power-ups, I was filled with excitement. However, after months of the (unpublished) full of bugs and power-ups, I was filled with excitement.

To see information on the

95%  
70%  
70%  
95%

★★★★

# GLUG



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# GLUG

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## POOLSWINNER

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600 004, INDIA

# INFERNAL COMBUSTION



For a brief, 2000s standard, an exciting new game with excellent quality 3D graphics for IBM Sparc64 and the Sun, are the pending people will not be surprised.

Kenneth S. Kampe/2000, Interiors & give it a try from Sun's Lamp, 1000 Walnut Street, Suite 200, San Francisco, CA 94102.

# Wear your computer screen on your wrist



West Coast  
Northwest



## SOFTWARE REVIEWS

**The Night Sky**  
**7:30 PM** **ABC** **69.90**

Designer: Redmond, 3d Promotional, Lafayette, Mo.; Designer, Rockport, Ill. 61081

There is money for those who have a previous interest in aerospace and for those who might be interested if they have none. The type is a display which can show the more visible activities on earth on any day between 1970 and 2000, in any time and location in any particular direction. The display is very easy on the eye despite being in only two colours. The brightness of each star is represented by four sets of dots and you are able to select each constellation on using an International Astronomical Union abbreviation.

The location here are shown in

control the display allows you to use the program for learning too. The manual, simple but comprehensive, suggests you choose the APT option which starts a wall search to memory for a single connection and display it for you to learn or

One of the greatest uses for these already long-established in the area will be so constant they are in a different location and there sample in stellar offshoots. The only criterion I have is the whole you get up a data is that's all you'll be able to do. **13.4**

math:trigonometry	10.0
math:calculus	10.0
physics:mechanics	10.0
physics:electricity	10.0

Maths Orbiter  
32N 100E 65 00

Mr. Campbell, 35 Hibernian Rd.  
Rae, Levee, Loughborough  
LE19 4BB

The only way to discover this is to use an ordinary ten-foot wall gauge, pointed into corners and starting there, usually at the base, to see if you find your child's growth in one or all of the four rays of number there that may be his foot. I find, usually, that there may be more than one and that programs like this can do much more harm than good.

The few points of view shown are to themselves, though, with one kind of powerlessness. The program is far but not random. The different programs are all in various, which makes them

[illegible]

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A very rapid machine code program for moving up to 999 full names, addresses, post codes and phone numbers, and transferring them to code (ICP has 42 characters per line) onto the seven records of 32, and names and addresses are made by moving the cursor to the required value then typing. Your major savings is the right place, instead of the business two lines.

order from the same. As a result, and very conveniently, is that each word now has up to four identifying codes attached and the address can be used for these purposes.

The reason is where the first address is that will direct the computer pointer through the memory structure to produce full addresses, and then double-width, double-height, and alternative type faces, only the paper, tabs and so on. It may happen, drive the 2X printer, you need the 2X version of the

[illegible]

## Software to use and to learn

**A mixed bag of utilities and educational programs examined by our experts**

**Animated  
Alphabet  
Oregon 32  
E4.98**

**Company name:** \_\_\_\_\_  
**Address:** \_\_\_\_\_  
**City:** \_\_\_\_\_

[illegible]

interests, stand well and dig their own narrow trenches. The program helps to encourage more relationships in a friendly way. There are no appeals or charges involved in the application to run America. A collection of much more than 1000 of information letters to students has been sent a regular basis. People like the National Council on Study of the Worldwide in the long

<input type="checkbox"/> Instructions	E-6
<input type="checkbox"/> How to use	
<input type="checkbox"/> Symbols	
<input type="checkbox"/> Notes for study	



### Keydefine 44A Spectrum F4.95

Name and title of person(s) interviewed: **Dr. James H. ...**  
 Date, place, month: **...**

A very impressive tool kit for those who write programs in C. Complete with printed manuals, tapes, and floppy disks, the kit contains three copies of *Apd*, and manuals for the main program, *Micro-Objective*, and the *Micro-Objective* manual, and the *Micro-Objective* manual, and the *Micro-Objective* manual.

It is important to show these instructions leading to the menu, followed by necessary differences of all the courses and a menu of options. Twenty three days ago said to be pre-defined with 11 days available for redefining — but there appears to be 14 pre-defined for measurement and

right for me. Holding down the space bar, pressing **Import** (or **Find**) and releasing both produces the result as a **Open** command which can be edited or executed with the open box.

Some of the more valuable are:

- A. **Area Away**: low number group
- B. **low number race** or **color**
- C. **Alzheimer's**, **AD&D**, programs
- D. **low in General** courses
- E. **General** vs. **low**, **H research**
- F. **research** vs. **low**, **H research**
- G. **low** vs. **high** vs. **low** vs. **high**
- H. **low** vs. **high** vs. **low** vs. **high**
- I. **low** vs. **high** vs. **low** vs. **high**
- J. **low** vs. **high** vs. **low** vs. **high**
- K. **low** vs. **high** vs. **low** vs. **high**
- L. **low** vs. **high** vs. **low** vs. **high**
- M. **low** vs. **high** vs. **low** vs. **high**
- N. **low** vs. **high** vs. **low** vs. **high**
- O. **low** vs. **high** vs. **low** vs. **high**
- P. **low** vs. **high** vs. **low** vs. **high**
- Q. **low** vs. **high** vs. **low** vs. **high**
- R. **low** vs. **high** vs. **low** vs. **high**
- S. **low** vs. **high** vs. **low** vs. **high**
- T. **low** vs. **high** vs. **low** vs. **high**
- U. **low** vs. **high** vs. **low** vs. **high**
- V. **low** vs. **high** vs. **low** vs. **high**
- W. **low** vs. **high** vs. **low** vs. **high**
- X. **low** vs. **high** vs. **low** vs. **high**
- Y. **low** vs. **high** vs. **low** vs. **high**
- Z. **low** vs. **high** vs. **low** vs. **high**

[illegible]

**Remember Andrew Gardner's three programs in HCW 54? Here's two more from him to test your driving skill and your knowledge of words**

## Oric Rally

Keep your eyes on the road for as long as possible — it's not as easy as you might think.

As the start you choose a skill level which determines how much the speed varies. (In the higher levels you're allowed to stray once the game wants to give you more of a challenge.)

You are given a 32 row of the road and number about there is a blanket of fog. You'll also be given a random day or night scene.

When A is in real life, moving the car left seems to move the road right.

### How it works

20 selects low resolution graphics, switches off key, joystick.

20-30 the whole game is a series of sub-routines.

30-100-100 set up the large number of user-defined graphics.

100-200 select skill level.

200-300 set up game variables.

300-400 FLOD fog area, rain and driver's jacket, FLOD all screen colors.

400-450 make random and automatic adjustments to road.

450-500 read keyboard, check for crash.

500-550 check road is still within screen limits.

550-600 change position of road according to keypress.

600-650 draw, FLOD road, and fog key.

### Variables

1000-10000 position of each part of the road.

10000-100000 total road segments to be FLOD'd.

100000-1000000 total background to read.

1000000-10000000 total fog, graphics.

10000000-100000000 total rain, fog, graphics.

100000000-1000000000 total rain, fog, graphics.

1000000000-10000000000 total rain, fog, graphics.

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### How to remove

CHRS statements can be removed.

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## Wordman

The game will pick a word from a list of 200 and you must guess it before running out of time.

At the start the number of letters is indicated by full stops. You can enter a single letter or a whole word.

If the letter is correct it will be placed in its correct position in the line of full stops.

If wrong, a will be added to a list to remind you what you have already guessed. The game will finish if you have made 50 incorrect guesses.

### How it works

10-100 set up variables.

100-1000 check word, set up game, string variables with appropriate number of full stops.

1000-10000 screen, wait for next guess.

10000-100000 check if word has been guessed, update variables, continuing screen on up, check if all letters are found.

100000-1000000 check if letter guessed in its word, if it is add it to word string.

1000000-10000000 follow routine.

10000000-100000000 word guessed routine.

100000000-1000000000 DATA for 200 words.

If the word you enter is correct or if you have completed the word by entering the last letter you will be congratulated and game will continue.

The score will also display your remaining lives.

### Variables

100-1000 check word, set up game, string variables with appropriate number of full stops.

1000-10000 screen, wait for next guess.

10000-100000 check if word has been guessed, update variables, continuing screen on up, check if all letters are found.

100000-1000000 check if letter guessed in its word, if it is add it to word string.

1000000-10000000 follow routine.

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